

Enter the world of Armosin. A world of magic and adventure. A world beset with danger.

Face the threat of the evil one, Traklan, whose hordes infest the Mines of Australis, and keep the realm in perpetual fear.

With the help of Arrel, Ruler of the Lost Realm, you must travel across the Land facing danger at every step, and defeat Traklan by using your wits alone.

An icon driven adventure. Featuring full character interaction. Full colour graphics of all important locations.

JOYSTICK OR KEYBOARD OPTIONS. SAVE AND RESTORE GAME FEATURE. ONE PLAYER ONLY.

DESIGNED AND WRITTEN BY SOTTEC

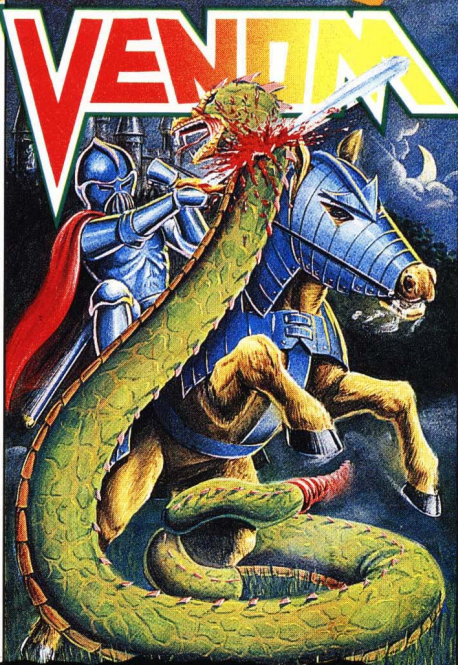
5 012967 1800505



RECORDED ON
BASF
TAPE

LA 0227

AMSTRAD 464 664 6128



MASTERTRONIC

THE GAME

You take the part of Rikka, a friend of Arrel, the Ruler of Armosin, the Lost Land of the Argonath. You have arranged to meet Arrel and his other friend Beris in the Dancing Drayman Inn which is where you commence the adventure.

The Land of Armosin is beset with peril by the evil one, Traklan and his Hordes who infest the Mines of Australis in the Mirasyn Abyss. You must take great care as you journey around the Land. More will become clear as you do so. Be sure to read the pocket history of the Land as it contains many clues:

CONTROLS

Either use a joystick or the cursor to move between options and fire or space to select.

FEATURES

1. If you select the **SCROLL** option, the verbs in the window below will change to give you more options.
2. Any characters present (including yourself) will be displayed in the window immediately below the verb window (ie. the window marked **PRESENT**).
3. A special command, **TALK**, enables you to converse with any of the characters present. For example, selecting **TALK** places **SAY TO** into the scrolling window. The first character in the list highlights and you can move up and down the list. Pressing fire places the highlighted character into the scrolling window building up the sentence to read: **SAY TO PERSON**. Control then returns to the verb window, ie. the verb that represents the action you wish the character to perform, eg. if this is **GIVE**, you then select the character to give to and the objects then scroll in. Move left and right to select. Therefore a typical command might be: **SAY TO HARG GIVE TIRLAN SWORD**. Some characters are friendly, some are not. Some will only help you if a certain action has been performed. Full use should be made of the **TALK** command if you are to progress in the game.
4. Many locations have graphics; those that don't feature a pocket history of the land you inhabit. (Many clues are scattered here.)
5. There are three examine commands:
EXAM - to examine objects in the text
LOOK - to examine people in the game
VIEW - to examine any objects being carried.
 If you wish to see what a character is carrying use the **TALK** command, ie. **SAY TO HARG INVENTORY** or **SAY TO HARG VIEW SWORD**.
6. **SAVE** allows access to **LOAD** and **SAVE** to cassette, disk or quicksave to memory. Any save to memory overwrites any previous save to memory and any load from memory destroys the current position and replaces it with the last saved position.
7. **FIGHT** is a special command to allow combat between any of the characters.
8. **MOUNT** is a special command for getting on and off your horse. You are astride him at the beginning of the game.

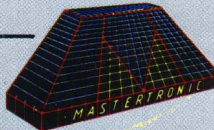
LOADING INSTRUCTIONS

Amstrad 464: Press **CNTRL** and small **ENTER**.
 Amstrad 6128: Type **I TAPE** and press **RETURN**.
 Press **CNTRL** and small **ENTER**.

The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mastertronic. All rights reserved.

© Mastertronic Limited 1987

Made in Great Britain
 Design: Words & Pictures Ltd, London



<http://www.replacementdocs.com>